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 THE  
 POCKET  
 ARMENIAN  
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Vol. I, No. 7

Jamaica, NY

November 9, 1974

1974FI (PA1)

FALL 1902

OPERATION SEALION TO SCOTLAND

AUSTRIA (Darden): A Boh-Tyo, A Tri S A Boh-Tyo, A Ser-Gre, F Bul(sc)S  
ITALIAN F Ion-Aeg (NSO), A Bud-Ser.

ENGLAND (hellogg): A Nwy S RUSSIAN F Bot-Swe (NSO), F Eng S F Iri,  
 F Iri S F Eng, F Nat-Cly

FRANCE (Gruen): F Mid-Eng, F Bre S F Mid-Eng, A Pic S A Bel, A Bel H,  
 A Mar H, A Spa H.

GERMANY (Barlow): A Sil-Mun, A Hol-Edi, A Den-Swe, F Ber H, F Nth C  
 A Hol-Edi.

ITALY (Bean): A Tun-Gre, F Ion C A Tun-Gre, A Ven-Tri, F Nap-Trn.

RUSSIA (Gildroy): F Bot-Stp(sc), A Mos-War, A Pru-Ber, A Rum-Arm,  
 F Sev C A Rum-Arm (NSU and not allowed), F Bla unordered.

TURKEY (Moore): A Con H, F Ank S A Con, F EMed-Aeg.

Supply Center Ownership:

AUSTRIA: Bud, Vie, Tri, Gre, Ser, Bul. (6). Builds 1.

ENGLAND: Ion, ~~Wwy~~, Lvp, Nwy. (3). Remove 1.

FRANCE: Mar, Par, Bre, Spa, Por, Bel. (6) Even.

GERMANY: Ber, Mun, kie, Hol, Den, Swe, Edi. (7) Build 2; only 1 space.

ITALY: Ven, Rom, Nap, Tun. (4) Even.

RUSSIA: Stp, Mos, War, Sev, Rum. (5) Even.

TURKEY: Ank, Con, Smy, ~~Wwy~~. (3) Even.

Winter 1902 Adjustments due 11/29/74.

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1974GH (PA2)

FALL 1901

KHANATE OF THE CRIMEA RECONSTITUTED

AUSTRIA (Gilinsky): A Gal-Ukr, A Bud-Rum, F Alb-Gre.  
 Owns Tri, Vie, Bud, Gre, Rum. (5) Build 2.

FRANCE (Adams): A Bur-Mar, A Spa-Por, F Mid-Spa(sc).  
 Owns Par, Bre, Mar, Spa, Por. (5) Build 2.

GERMANY (Gillespie): A kie-Den, A Ruh-Bel, F Hol S A Ruh-Bel.  
 kie, Ber, Mun, Hol, Den, Bel. (6) Build 3.

ITALY (Kelly): A Pie S FRENCH A Spa-Mar (NSO), A Rom-Tun, F Trn C  
 A Rom-Tun. Has Ven, Rom, Nap, Tun. (4) Build 1.

RUSSIA (Zimmermann): F Bot-Swe, A War-Gal, F Rum-Sev(Annihilated).  
 Owns Mos, Stp, ~~Wwy~~, Swe. (4) Even.

TURKEY (Penn): F Bla-Sev, A Arm S F Bla-Sev, A Bul S AUS A Bud-Rum.  
 Con, Smy, Ank, Bul, Sev. (5) Build 2.

ENGLAND (McMullin): A Yob-Wal, F Nth-Eng, F Nwg-Nwy  
 Owns Ldi, Liv, Ioh, Nwy. (4) Build 1

THE POCKET ARMENIAN  
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Greg Costikyan  
Adam Kasanof  
Matthew Diller

THE POCKET ARMENIAN is a magazine of Postal Diplomacy & related & unrealated matters. Subs are 10/\$2. Game fee is \$5, including sub as long as you're in the game. TPA is published every third saturday, each issue running twelve pages except for an occasional 18-pager like this one. We welcome contributions, paying four free issues per contribution that runs at least one full page, two issues for less. We give blanket permission for anyone to reprint anything as long as credit is given and a copy is sent to us. (Back issues #1, 2, 3, 5, and 6 are available @ 30¢ each.) Diplomacy was invented by Allam Calhamer, is copyright by Games Research, Inc, 500 Harrison, Bos, MA 02118  
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A REPLY TO "THE CANARSIE RATING SYSTEM II"  
by Robert Bryan Lipton

In his article, Mike Honig says I raised objections to his rating system in a tactless manner. As I hate imprecision, permit me to rephrase it. "Tactless"? Hell, I was goddamned rude. Mike came over to John Boardman's the afternoon of collation to pick up GRAU-STAR and I was there.

"Mike," I said, "Your article stinks."

Now I want to make it clear that I do not grudge people their right to play for other goals than I do. What I objected to was his statement that the system would encourage other people to play to its criteria, and that the system is a minor modification of the BROBDINGNAG system, currently run by Jeff Power.

I do not believe that a rating system influences people to play to its criteria; rather a player finds a system that fits his goals, and plays the same way as before.

The BROBDINGNAG system gives a player in a game one point for each player he had more centers than, and takes away one point for each he had less than. Thus, first place yields six points, second yields four, third yields two, fourth yields zero, five yields minus two, et cetera. At first I thought Mike knew the Brobsingnag, but in conversation with him, I found that he had not known of it. He had asked some local people if they knew of a system similar to his, and they said they had not. So Mike is guilty of some sloppiness in his research.

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IMPORTANT NOTE TO ALL PLAYERS IN 1974 GH (PA2):

As recounted last issue, some players have asked whether a player could send in standby orders for his ally. We have received word from Doug Beyerlein, the new Boardman Numbers custodian, about this. He said that, as Custodian, he will give a number to the game. What might happen, however, is that when information is given to Rating system compilers, a note might be included about what went on in the game and then the compiler would decide whether to rate the game. So the idea is that if this is allowed, the games would probably not be rated.

So, we are taking a vote. No vote received counts as a vote against, and in order to pass, this must be unanimous.

By the way, deadline for Winter 1901 is 11/29/74.

Comerade Beshara, Comerade Von Metzke, and all the other participants in the Diplomacy hobby, let me thank you for bringing another instance of the world-wide conspiracy to light.

As many of you may or may not know, Rockefeller has a plan to take over the western world. All of Watergate, and all of our present political situation has been brought about by Rocky's master plan. Nixon was a Rockefeller puppet, until he showed his true colors and defied Rocky's orders in his foreign policy. Because of his betrayal, Rockefeller was forced to remove him, using Watergate as his lever. In a last push of political pressure, Rockefeller forced Nixon to appoint Ford vice-president. In return, Ford pardoned Nixon.

Once Rockefeller has been confirmed as vice-president, Ford will resign, and Rockefeller will take over. Using some sort of trumped-up threat as an excuse, he will proceed to call out the National Guard, do away with the Bill of Rights, and take over all the workings of the government. Similar coups will take place in all western nations.

But Rockefeller is not merely content to rule politically. He wishes to rule the country completely. It is for this purpose that he has formed the L.E.A.A., the Law Enforcement Assistance Agency, made up of his totally brainwashed methadone zombies. And it is for this purpose that the massive organization of the LEAA is extending tentacles into every facet of American life.

For a long time, the minor facets of life have remained untouched. Some months ago, the LEAA reached into as insignificant a group as SF fandom. In the recent change of format in the Alien Critic, Galaxy, and Maybe, as well as the continued squabbling between many of the better-known writers, can be seen the evil geniuses of the LEAA at work. We have fought their encroachments at every hand, but even our best efforts could not save Discon II from being the disaster it was.

And now, the subversion of the LEAA has percolated as far down as the Diplomacy hobby.

I have been fearing this development for some time. I knew that the black shadow of the hand of the LEAA would, of necessity, make its presence felt sooner or later, but I had hoped that it would be later.

The LEAA has decided to make its ploy through the New York group. Quite obviously, the so-called New York conspiracy is part of a much greater conspiracy. Beshara is a puppet of his LEAA masters, and Gil Neiger, Scott Rosenberg, Ray Heuer, and the rest of the New York group are victims of the blackmail that only the controllers of the National Data Bank can prosecute so well. They are, in effect, the puppets of Beshara.

But, unwittingly, Comerade von Metzke has defeated the LEAA's forces. Obviously, if the LEAA wishes to control the hobby, they must control (1) the Boardman Numbers; (2) TDA; (3) IDA; (4) GRI; (5) the Orphan Games project ((and the variant bank)). Nearly as obviously, they control GRI as they control most other corporations in America, and the IDA, through their running dog lackey, Len Lofoka, or whatever.

I salute you, Mr. von Metzke! You have struck a blow, no matter how small, for the freedom of the masses! I hope the hobby is fortuitous enough to fend off further blows of the LEAA.

Sincerely, Shnnamh (codename)  
Labor Party H.Q.  
1678 Broadway  
New York, NY 10025

by Adam Kasanof

West Virginia may be home to John Denver, but he is not the only weird resident of the Panhandle state. West Virginia is also occupied by creatures known as Moth Men. These strange inhabitants are approximately six or seven feet high and possess the bodies of men, the heads of moths, and wings. They vary in numbers to such an extent that at times virtually none are seen (although an entire year passing with no moth men being seen at all is rare), while at other times, such as the infamous 1967 infestation, they are all over the state.

Moth men fly at night almost without exception, and often in groups of two or more. They also emit laser-like beams of red light from their eyes. Although these beams are very bright, as far as anyone can tell they are totally harmless. To my knowledge, the moth men are also totally silent except for the sound of their wings. While the Moth men's primary pastime seems to be terrorizing the populace of West Virginia (and nearby states such as Kentucky into which they occasionally stray), they accomplish this entirely by means of their unorthodox appearance without any form of physical contact or harm whatever. Indeed, except for their penchant for scaring people, they are totally innocuous.

Despite the fact that flying creatures seen throughout the country have been denominated "mothmen", I hold with the view that the only genuine mothmen, which are totally distinct from any other form of flying thing, are found solely in West Virginia, and neighboring state like Kentucky.

This fact article is designed to serve as background material for a Mothman game I am currently designing which should be published in THE POCKET ARMENIAN as soon as it is completed. The game may be played either solitaire or with two players, and represents the attempts of a semi-intoxicated West Virginian to drive off a mothman before the mothman can complete his desired objective of terrorizing some nearby picnickers. The Mothman will be unarmed, while the West Virginian will have a shotgun. There is a special intoxication rule (a la Evan Jones) by which the West Virginian gains victory points for each can of beer he ingests, while the accuracy of his shooting decreases, and a multiple image rule according to which the player sees more mothmen as he drinks more beer, and the West Virginian is consequently unable to tell which Mothman is a multiple image and which one is real. (This is simulated through use of dummy Mothman counters.)

All in all, the game should prove to be fast-paced and enjoyable, and well worth playing.

((If any of our subscribers have any newspaper clippings or other information on this subject, we would appreciate it if you sent us it or a xerox thereof, since information is scarce. We want this game to have the ultimate in realism, for its subject.))

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PA1 PRESS

(Berlin, 2 July, 1902): War minister Barlow announced today that Germany has declared war on Russia because of the latter's inexcusable occupation of Prussia.

(Amsterdam, 8 November, 1902): Efforts to ship the Bavarian 1st Army, now stationed in Holland, for its voyage across the North sea are getting underway today; Yes, the time for the great pageant is approaching. (For those who have not heard, the entire Bavarian 1st has been invited by Bonny Princess Charlotte to attend the December Festival in Edinburgh.) The organizer of the festival, Evan Kasanof, had this to say: "We're so glad you can come. It'll be quite fun!"

A. Scenario 4<sup>th</sup>, "Theodosius I": 379 A.D.

by Mark Zimmermann

- 1) Roman Controlled Provinces: Br, Ga, Hs, Iy, Th, As, Sy, Ag, Af, It, Gc, Si, Cy, Ar. 5L placed anywhere among the above. 10L replacements available in turn 2 repl. phase. 5M placed as desired in Th-A and Th-B.
- 2) Persian Controlled Provinces: Pr, Ms. 12B in Pr-C.
- 3) All militia active.
- 4) Scy 20B in Th-B; Ger 25B in Gr-C.
- 5) Game length: 17 turns, period E.
- 6) Treasuries: Rome 0, Persia 10.
- 7) Victory: Roman player must control 60 points of provinces to win.  
((Send all comments, reports of playing, etc. to Mark Zimmermann, Caltech 1-87, Pasadena, CA 91126.))

B. The "Killer" Scenario (Hypothetical)

by Matthew Diller

- 1) Roman Controlled Provinces: Ga, Hs, It, Si, Af, Iy, Th, Gc, As, Sy, Ag, Cy. 21L placed anywhere among the above. All militia active.
- 2) Persian Controlled Provinces: Pr, Ms. 18B in Ms-B.
- 3) All militia active except Dacia.
- 4) Treasuries: Roman -20, Persian 30.
- 5) Game length: 20 Turns.
- 6) Victory: Roman player must control 60 points of provinces to win.
- 7) SPECIAL RULES: On game-turn 5, Hun L250 enters Scythia.  
Roll 6 times per turn for Barbarian creation.  
Don't roll on Internal Revolution Probability chart, assume Internal Revolution every turn. Use parenthetical results.  
No more than three legions in an area at a time.  
Whenever there is an Internal Revolution in a province with more than three legions, an Independent State is created. The legions become Independent State Regulars.

((Matt says that it's possible to win this one. I am skeptical; but it at least looks fun. Send comments, death-threats, etc. to us.))

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PA3 PRESS

(Constantinople, February 9, 1901): Today at a meeting headed by Prime Minister Ahmad Rashad, the nine-man Grand Turkish Council passed the following resolution. "The Turkish government in its own name and that of its protectorate Bulgaria urges all governments of the world to restrain themselves in the times of crisis ahead. Our difference need not be settled on the battlefield." The resolution was then signed by King Omar Taktan.

Once again, we return from depravity's depths to bring you: page six  
DAS RHYMEKRIEG

((Special Christmas edition: poetry by Kasanof, Costikyan, Gruen,  
and Rosenberg.))

GOD SHUT YE UP, OH EVAN JONES  
(to the tuen of "God rest ye.  
merry Gentlemen)

God shut ye up oh Evan Jones  
Why don't you drink some beer?  
Your badly written Phillipics  
I do not want to hear.  
(In deference to Walker  
I will not call you queer.)  
Oh tidings of silence and joy,  
silence and joy,  
Ohh tidings of silence and joy.  
Your writings reek oh Evan Jones,  
they really rot to Hell,  
You always Wryte in Olde Ynglish  
(Because you cannot spelle?)  
What is the reason for this style?  
I don't know and can't tell.  
Oh tidings of silence and joy,  
Silence and joy,  
Ohh tidings of silence and joy.  
-- Adam Kasanof

THE WORKS OF EVAN JONES  
(tuen of Angels we have Heard on High)

You've read the work of Evan Jones  
(if you read this zine, you must);  
Gruen, Lipton, Greg and I  
Have expressed our great disgust.  
Euuuuuuuuuuuuuuuuuuuuuuuuphoria  
No more Evan Jones.  
Euuuuuuuuuuuuuuuuuuuuuuuuphoria,  
No more Evan Jones.  
Evan says he'll come around,  
And kill me while drinking beer;  
But since he is always drunk  
I feel I have nought to fear.  
Euuuuuuuuuuuuuuuuuuuuuuuuphoria,  
No more Evan Jooooones!  
Euuuuuuuuuuuuuuuuuuuuuuuuphoria,  
No more Evan Jooooooooooooones!  
--- Adam Kasanof

THE TWELVE DAYS OF CHRISTMAS (Final Verse) as told to Eckmeck Heydief

On the twelfth day of Christmas, my true love gave to me:  
twelve angry letters  
eleven standby players  
ten "No Moves Received"  
nine letters daily  
eight new subscribers  
seven new traders  
six Boardman Numbers

We all pack bones,  
With Evan Jones,  
His poems we don't seek;  
The truth is clear  
The answer's here  
His writings just plain reek!  
We are turned off  
By Kasanof;  
Is he the missing link?  
He types out stuff  
That's way too rough,  
In fact, it really stinks!  
They'll sell their souls  
While on their doles  
These kind I do despise.  
I'm gonna get trounced  
When this issue's announced;  
Now fellas, please be nice!

-- Adam Gruen

five Postal Games  
four reams of paper  
three quires of stencils  
two bottles of ink  
And a mimeograph machine.

-- Scott Rosenberg

## DAGOR INTA

Greg Costikyan

Kasanof  
Evan Jones  
Lipton and  
Gruen

Continue their infantile muttering of doom  
As a six pack a year, sir,  
And the road stretches ever on  
And centum vinae of bottles mura or whatever\*  
and Sun Hyung Moon etc.  
Resound through the halls of infamy.

For what shame (smirks Greeley, slipping slimily along the sordid  
path of fruition).  
Brings these strange creatures of darkness  
Out from under the stone of God's Wrath  
What temerity,  
What juvenility,  
What ambition goads them to believe  
Themselves the equal of shit?

\*The reference here is to a Latin version of "One hundred bottles of  
beer on the wall" composed by Adam Kasanof and Scott Rosenberg. The  
first verse goes like this: Centum vini ampullae in muro,

Centum vini ampullae:  
Si ampullarum una occidat  
Nonaginta novem ampullae in muro.

And so on, through the Latin Numerals, till there's none left.

LAMENTATIONS 6.02 x 10<sup>23</sup>

by Scott Rosenberg

The frustrated poet sits, sucking his pen,  
Hoping for inspiration, and wondering "When?".  
His editor's told him to write something fast;  
But he's got Latin homework to do: "The die is cast --  
Alea jacta est" trickles through his mind,  
But his powers of rhyme he can't seem to find.  
He thinks about meter -- iambs and trochees --  
Since his last few poems turned out as catastrophes.  
The phone rings -- NO! it's the editor once more:  
But the poet hangs up, the editor's verging on war.  
"Sumer is icumen in" the poet thinks of too;  
But he can't think on his own, just "lhude singe cuccu."  
Hoping for inspiration, and wondering "When?"  
The frustrated poet sits, sucking his pen.

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If anybody out there has ever wanted to write an article, please  
do so; don't forget, we pay (check masthead for details). At the  
moment we are attempting to expand our enterprise by having people  
besides just the editors writing material. If you don't have time,  
or interest, enough for an article, then at least write a letter.  
You'd be surprised how far one letter can go here; since we get so  
little mail about what we're doing, anything we get is usually given  
sime credence. So, if you've got suggestions, write!

((The following is a letter from Walt Buchanan to Nicholas Ulanov, which Walt requested that we print as a statement of his position in some of the things we have been editorializing on.))

...The IDA DW member discount, or subsidy as it is commonly called, is now ma moot issue, but it illustrates this, I think. No one on the Council voted against it, and your attack after the fact was the first I knew that anyone didn't approve of it. If you had written me first with your strong disagreement, it is very possible that the whole controversy could have been avoided. But I still don't feel I rammed anything down anyone's throat. Not only did the Council overwhelmingly vote for it, but the members approved of it by a wide margin even before most of them had seen the first DW. ((Maybe that's why...)) But we are going over old ground. I don't like controversy, and so I finally decided to bow to the wishes of a vocal minority. Even then, some people complained to me that I shouldn't have given up!

As to the Custodianship, the bulk of what has been printed in NY zines is simply not true. There again I think it would have helped a great deal if anyone had written me first asking for my side of the story. Just for the record, the last contact I have personally had with Conrad, was two weeks before the Dipcon when he called me assuring me that everything was OK and he was keeping the Numbers. I have certainly not done anything to force him to turn the numbers over to anyone. I had hoped he could keep them. It is true that I had previously urged him to turn the Numbers over to someone in the hobby who had proved himself with a major hobby task first, if he felt he couldn't keep the Numbers, but I don't think my position was a secret. I wrote Heuer earlier in the summer telling him this and he didn't reply to my letter.

As to the meeting at the Dipcon with all you, I can only speak for myself. I arrived at the Dipcon believing that Heuer already had the Numbers. Rod Walker had told me over the phone only a couple of days previously that Conrad had already mailed him the data. So what I really wanted at the Dipcon was the assurance in my own mind that Ray would be able to do a good job. I only regret that we didn't get more of a chance to talk. You did pretty well convince me, however, that Ray having the Numbers wouldn't give their control to Beshara. Unlike just about everyone else concerned, he is the one person that I sincerely believe has his own and not the hobby's interest at heart. I would have to go through my own sad involvement with TDA to convince you of that. In any case, no one to my knowledge threatened Conrad or said they would start rival numbers if Ray got them. That is the one thing that would tear up the hobby. We may disagree on DW, but if the Numbers aren't universally accepted, the organized hobby is finished. I think that is the one thing that none of us want, except maybe Charles Reinsell!

But, in light of the above, if there is anything that you think I owe Ray an apology about, I'll be glad to give it. I tried to be fair with him, I thought.

On the question of the future of the hobby, we apparently disagree, but I think there is still some misunderstanding of my position. I don't think Diplomacy can ever be like chess. While I believe that Diplomacy is the best postal game ever invented, I think it is a poor FTF game. For that reason, when I compare chess and Diplomacy, I'm only talking about Postal chess. I was involved with Postal chess for nine years and sincerely believed that Diplomacy can rival it in scope.

(continued)



And I'm not talking about a watered down version of Diplomacy. Diplomacy is perfect the way it is and I've seen nothing to indicate that Calhamer, Moot, or anyone would ever want to change it. Diplomacy is not all that complex a game. In fact, tactically it is much simpler than chess. It is the interpersonal relations that make Diplomacy so fascinating.

My position, and I think the position of Calhamer and Moot, is that we would like to see postal Diplomacy reach its full potential. Whatever the potential of a postal game is, I think Diplomacy can fill it. Postal chess was about 5000 strong when I left it in 1970, and it must be double that now. I see no reason why Diplomacy can't shoot for that goal. And that is where DW comes in. If the hobby is to grow much larger it needs a hobby-wide general magazine so that the average player can get the big picture. You are worried about the gamezine/genzine publisher, but we must think of the average player too. And I still don't see how a magazine like DW is in any way detrimental to the amateur pubber. You mentioned not liking the term game/genzine, but that was used long before I entered the hobby and is what all hobby zines have been until DW came along. (I suppose you could count EL CON if you want to include a mag that has general war-gaming material also.) ((Word has it around here that EL CON has folded is this true?)) But anyway, the idea of DW was to be a thing apart from the average zine by giving both the player and the pubber a general reference source. No element of competition was intended. In fact the purpose is to plug the zines and let the player know where he can find games, etc. Now whether I edit a mag such as this or not is immaterial. I personally would like to see Rod Walker do the job. But anyway this is what I feel the hobby needs. You seem to feel otherwise and I guess only time will tell who is right. In any case, it is an honest difference of opinion and I respect your right to have a different view.

((Whew. As far as Walt's comments about the Numbers transferral, I have decided to rest the case. I will assume Walt is telling the truth; but this is all irrelevant now, since what's done is done, and the moving finger writes, and all that.

I feel that there is much to say about your comments on the future of the hobby, as you put it. I think you are missing the whole point of postal Diplomacy (at least as I see it.) You came close with your comment about interpersonal relations, but I think you simply meant within the structure of a Diplomacy game. Diplomacy, postal or otherwise, can never be compared or likened to chess, postal or otherwise, since chess is a two-player, purely competitive game. Diplomacy on the other hand, although encompassing some pretty good rules, and being a good game, etc., I see only as a vehicle for players to communicate, to create (cf. press releases), and to publish. This is why I am so against rating systems and tactical analyses. I disagree that the hobby will need a general magazine, but taking that for granted, the "average player" that gets the "big picture" from DW will not be getting some impartial view, but your view of "the big picture." Now, you and I happen to be in disagreement on just what that picture is.

The way I see it, the heart of the Diplomacy hobby is the amateur magazine. This is the actual staple of the hobby: games are run, press is printed, and views are exchanged mostly through them. I don't think that expansion for expansion's sake will be a good thing for the hobby; and I think it may well be a bad thing.))

((Following is a letter from Laurence Gillespie, who is playing Germany in PA2. The letter covers tow disparate topics, so we will deal with it in two parts.))

Kind Sirs --

I have a bone to pick with your editorials. It always amazes me that, in the world of Diplomacy, there are those that find it so easy to forget that Diplomacy is a game, played for fun, or to satisfy some deeply sublimated desire somethnig or other. It is a GAME, though, a game of making little bits of wood knock each other over a map of Europe until one player gets 18 little dots and wins. And the organization of it is in many ways a game, of a handful of people trying to organize such things as grandiose as the BOARDMAN NUMBERS or RATINGS SYSTEMS for a "hobby" that numbers its world-wide adherents at at most 1250. Yet despite the incredible smallness of it all, there are always those that if they dig around hard enough they can find "world capitalist plots!" in its organization, or the potential for such. It made me laugh when I read those dozens of letters in the DIPLOMACY REVIEW ((IDA Newsletter)) about 18 months ago from dozens of frightened people aware of the awesome weaknesses in the IDA constitution that would make it so easy for some fascist dictator to come along and take over (gasp) plunging the entire worldwide Diplomatic community into a nightmarish period of tyranny and suppression!! It is even more ludicrous when you read of those apparently fearing for their lives when they realized thst their names were affixed to the IDA ballots, leaving them prey to all sorts of intimidation from would-be politicians. And now it seems that the latest issue for the more paranoid types in the Dippy community to fear is a power struggle for control of the "vital" Boardman Numbers, as all sorts of shameful activity goes on. Have they no moral those unscrupulous people who seek to seize unlawfully that bastion of democracy, the Boardman Numbers. Yes, a real scandal!! Well, I say let 'em! It does marginally add to my enjoyment of the game to have all the dippy games I participate in orderly numbered, but I would not weep great tears at the demise of the system, though I would be perfectly willing to aid in its organization, if that was what was necessary. I would not like to see two rival cliques spring up each claiming control of the numbers and giving three or four numbers for every gmae I'm in, and I would not like to see control of the numbers pass to a disorganized idiot, but other than that, I don't care what club he belongs to as long as he manages them well.

What I thought was your prize statement was your categorization of Walt Buchanan as one of them thar "Nixon types." I suppose that is intended to be the ultimate insult, though perhaps Walt Buchanan is really a Republican Bugwig that accepts secret contributions from the Games Research lobby in exchange for permitting them to fix Diplomacy-set prices in this country. Maybe he does bug his mailbox. Maybe he even cheats on IDA dyes! Well, I hope you can hound him out of office, then, and replace him with some "honest," good, hard-working Dippy players, if there are any. No, it's just like Dan Gallagher says, there is just too much of the wrong kind in this hobby, and any zine that perpetuates that sort of thing is not worth reading.

((Firstly, Diplomacy IS NOT JUST A GAME!!! It encompasses articles variants, letters, press, conventions, and all the things that make it a hobby and NOT just a game. If it were just a game, then why bother playing postally? Teach 6 other people in your area to play, and play with them. It'd be cheaper that way, too. (continued)

(( Two things about Diplomacy "politics." We must realize that whether we like it or not, there are certain people and/or organizations that can alter the course of the Diplomacy hobby. This is a constant. Therefore, if we desire to keep these things from stopping us from participation in the hobby, we have to get involved in politics. Secondly, politics is fun. Ask any Senator, he'll tell you. You blew my comment about Buchanan entirely out of proportion. I simply used the phrase "Nixon-type" as a way of hitting home the fact that I felt that Buchanan was in the hobby for himself, and not the hobby's good. I have since changed my mind; but that's besides the point. As far as two cliques each with their own numbers, that's what all this politicking which you deplore is for!))

I would like to bring to your attention quite a few other errors in my press. ((there follows a list of items historical that contradict statements in his press.)) If you wanted facts, I could have given you a score of interesting points, even ones that pertain to Diplomacy, such as Albania did not come into existence until 1912, there was not a single place in Europe where the German Border with Belgium met the French border with Belgium, at least prior to WWI. ((You want a seperate province for Luxembourg?)) In fact, the entire Diplomacy game in which I'm participating right now in your illustrious zine is "incorrect" for Germany did not invade until 1940 in real life, and I can think of scores of military maneuvers that have already taken place in the first month of play that do not follow the historical script, as you would have us do. In short, good sirs, Diplomacy is a game, and writing press releases is a game of sorts, and neither you nor anyone else has a right to call press releases incorrect or inaccurate or anything else for that matter, though as Diplomacy players and writers of good press you may deign to call some of it "bad" or "Boring" or "blah" when it does not conform to your own very narrow-minded conception of what "good press" should be. And anyone who attempts to regiment press along historical or grammatical lines is a damned fool in my opinion. I consider press to have its similarity to poetry, at least in one respect a certain amount of "poetic license" must be observed. I'll say right now that I do not intend for my press to conform rigidly to actual history, nor do I expect it to be completely grammatically correct, though I do try to make it follow the more important rules of the English language. I do think that if you continue to insist on a high measure of historical accuracy and correct grammar in the press printed in your zine, in addition to conforming to a pretty warped idea (in my opinio) of what is good press, I would advise you to enclose the following on your masthead as a statement of press policy: "NOTE this zine is being run by a bunch of damn frustrated old grammar teachers, and if all your press is not 100% correct in all respects it will not be printed. It must also be GOOD, exciting, and conform to MY standards of excellence."

((Jesus. You've got such an incredible misconception of what we think that I don't know where to begin. Firstly: I happen to despise historical press; I think it is unimaginative. But the release you wrote was "historical" in that it was a history of Europe, or whatever. If you really care, I'll retract my parenthetical statment. But it's not something to get so upset about. In my note last issue, all the words I used meant, essentially, boring. Never was anything historical mentioned. And I do think that 200 different press releases all saying in 200 different ways "We declare war on country x" are boring. The note was not directed at you; I thought your release to be among the better ones, as a matter of fact! (Continued)

((Grammar happens to be one of my pet causes. I think that anyone who can't use the language properly (or who goes so far as to say that he just follows the "important rules", as you do) doesn't deserve to be allowed to write. But that's just my opinion. For the future, I will correct any grammatical errors I find in other peoples' material and let it go at that. But if what you say is so garbled that to have it makes sense changes what you originally meant to say, it's your fault, and not mine. And my only standard of excellence is that a press release not be so boring that one falls asleep while reading it; I thought your release was rather good, and can't understand what you're so huffed up about. By the way, if press isn't "regimented along grammatical lines" how will it make sense? Any piece of writing has to be regimented along grammatical lines or it will cease to communicate. And I also think that "fantasy" press is the only type worth printing, although I will print other types.))

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### RUBLBOUNCE Rules

By Greg Costikyan, with help from Adam Lasanof

Computer Program by Greg Costikyan, with help from John Liberman

All supposedly copyrighted by Imaginary Pi enterprises

RUBLBOUNCE is a simulation of atomic warfare on a global scale. These rules refer, for the most part, to the WWII Scenario of the game. Thanks are given to FLYING BUFFALO INCORPORATED for the basis of this game.

There are eleven players and eleven countries. The Countries, as well as their populations, numbers of ABMs, missiles, factories, and the amounts of money they each start off with, are listed in Table I. The object of the game is to kill off as many other players as possible without dying yourself. There are 20 minor countries besides the 11 majors. Minors are, in effect, played by the computer. Their populations are listed in Table II. Each minor has one factory and ten missiles. The factory always builds missiles.

In a normal turn, one performs a number of operations. One decides how many factories to allocate each to building ABMs, building  $\frac{1}{2}$  factories, building missiles, building  $\frac{1}{4}$  diseases, and building  $\frac{1}{6}$  of an immunity to a disease. In other words, one factory can build  $\frac{1}{2}$  of another factory, one ABM, one missile,  $\frac{1}{4}$  of a disease, or  $\frac{1}{6}$  of an immunity to a disease. As well, a major decides whether or not to give money, factories, diseases, missiles, and/or immunities to any other major(s). He may give unlimited quantities of money and/or missiles, as long as he has enough to do so. However, he may give a maximum of 1 disease, 1 factory, and 1 immunity to another major. You may only build one disease per turn, and one immunity per turn. You don't automatically have immunities to your own diseases; you must build them. You can build a maximum of ten diseases.

In order to build immunity to a disease, one must specify which disease it is immune to. Each disease is given a name by the player who built it when it is completed, which may be no more than 30 characters long. If you build a disease with the same name as someone else's, you are in effect building the same disease.

During a normal turn, a player receives three spies. He may send these spies to any three countries. However, a maximum of one spy may be sent to a major. Spies sent to a major discover the number of ABMs that country has, the number of missiles it has, and the name of one disease it owns. Spies sent to a minor discover the popularity index of all players in that country -- which leads us into indices.(Cont.)

The major country with the highest popularity index in a particular minor may tell that minor where to fire its missiles in the event of a war. A popularity index is raised by 1 point for every million dollars given it, and 10 points for every missile. Each player starts out with a popularity index in each minor; these are listed in Table II. Immunities, diseases, and factories may never be given to minors.

Each turn the player must also decide if he wants to declare war. Declaring war is dangerous, slightly, since every one is told who declared it; but it must be done sooner or later or the game will never end. Once war has been declared, normal turns will be alternated with Battle turns.

**BATTLE TURNS:** During a Battle turn, you are told what minors you control, and how many missiles each has (something not told on a normal turn; you have to use spies then.) You must decide where to fire your missiles, if at all, and where to fire your minors' missiles. You may fire any number of missiles at any country, up to the number of missiles you have, as well as firing the missiles of the minors you control. You may plot the missiles to land on any turn up to 15 turns from the turn they are fired (this is based on decaying orbits); thus, you may fire a missile on turn 6 and have it land on turn 21. Using this option helps protect you; the players are told, on the turn you fire them, from where your missiles were fired, and the turn on which they were plotted to land. They don't discover where the missiles land until they do. If you fire a missile to land on the same turn, the player learns from where it is being fired, and at whom it is being fired, as well as the number fired.

ABMs give defense against missiles. If a country has 15 ABMs, 15 missiles must be fired at that country to wipe out the ABMs before the enemy missiles start to take effect on the target population. One ABM kills one missile, and vice versa. Once all the ABMs are gone, one missile kills one million population.

One may also fire a maximum of one disease at any number of player per turn. A disease wipes out 90% of the population of that country, unless that country is in possession of the immunity of that disease. You do not lose a disease when you fire it; after all, one may simply pick the bacteria down on a petri dish before shoving it on its way to Calcutta, or wherever. However, once the disease has been fired, everyone discovers the disease's name, and thus can build immunity against it. A disease that has been loosed has a 5% chance of spreading to each country, per country it has infected. Thus, if a disease has infected two countries, each other country has a 7.5% chance of catching the disease per battle turn. If a country has caught a disease it automatically becomes immune to it. The 10% survivors are naturally immune.

If a country's population goes below one, it is considered zero, and that country is considered dead.

There may be a few things in the program that I have left out, but, if so, we shall print ADDENDA! ((joy.))

TABLES ON NEXT PAGE

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POICTESME is a zine published by Bruce Schlickbernd, 6194 E. 6 St, Long Beach, CA, and available from him for 6/01. The issue of this I received has some good press, or creative writing, or whatever, and a Conan/Hyborian age variant, which looks interesting.

## RUBLEBOUNCE TABLES

Table I. Majors and their Resources

NAME	Population in millions	Money in millions	ABMs	Factories	Missiles
USA	100	750	20	10	25
ENGLAND	30	150	15	5	10
FRANCE	30	100	15	5	10
USSR	125	500	20	10	25
CHINA	200	150	0	5	10
JAPAN	30	100	10	5	10
IRAN	15	200	10	3	10
ISRAEL	11	100	5	3	10
SOUTH AFRICA	20	100	5	5	10
INDONESIA	150	100	0	2	10
INDIA	175	100	0	3	10

Table II. Minors, Their Populations, Their Popularity Indices

MINOR	Pop.	INDEX IN MAJOR										
		US	GB	FRA	USSR	CHI	JAP	IRA	ISR	SAFR	INDO	INDI
CANADA	20	10	15	0	0	0	3	0	0	0	0	0
BRAZIL	20	5	0	0	0	0	0	0	0	0	0	0
CUBA	10	0	0	0	15	5	0	0	0	0	0	0
W GERM.	30	5	5	10	3	0	3	1	2	0	0	0
BENELUX	10	5	5	5	0	0	2	0	0	0	0	0
SWEDEN	20	0	0	0	0	0	0	0	0	0	0	0
FINLAND	15	5	0	0	5	0	0	0	0	0	0	0
TURKEY	30	5	0	0	0	0	0	0	0	0	0	0
EGYPT	20	5	3	0	10	0	0	10	0	0	0	0
LIBYA	10	0	0	0	5	1	0	5	0	0	0	0
ETHIOPIA	20	0	0	0	0	0	5	0	2	5	0	0
TANZANIA	10	0	0	2	0	0	5	2	0	5	0	1
ZAMBIA	10	0	2	0	0	5	2	0	5	0	2	5
PAKISTAN	20	0	1	0	3	10	1	2	0	0	0	0
ITALY	25	0	0	10	0	0	2	0	0	2	0	2
THAILAND	25	5	1	0	0	3	2	0	0	0	3	4
ROMANIA	10	0	0	0	0	0	0	0	0	15	0	0
ROMANI	20	0	0	0	15	3	0	0	0	0	0	0
AUSTRALIA	20	5	10	0	0	0	0	0	0	0	3	3
N ZEALAND	15	5	10	0	0	0	0	0	0	0	3	3

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CARN DUM is a variant zine published by Ray Heuer, 102-42 Jamaica Ave, Richmond Hill, NY 11418. Subs are 10/2.00. Ray is in need of standbys now, so if you'd like to subscribe to a variant zine and help Ray out, and get a position in a variant game too, here's your chance.

1901 AND ALL THAT is a zine published by Mick Bullock, 14 Nursery Ave, Halifax, West Yorkshire UNITED KINGDOM HX3 5SZ. It is perhaps one of the best British zines around. It contains mews of the British Diplomacy hobby and other interesting items. Subs are 5/2 Airmail, 6/1 Surface (which takes a year and a day; I'm getting my trade copied that way..)

SHANGHAI (The Express): Our European correspondent reports that a vast war appears to be inevitable there. We consulted the I Ching, and got in reply the kwai hexagram, which as a whole represents "breakthrough, the symbol of resoluteness." The subject of the hexagram is how bad men, statesmen corrupt and yet powerful, are to be put out of the way.

== The criminal must be openly denounced in court; general  
 == sympathy must be awakened, and force of character is more impor-  
 == tant than force of arms.

The lowest line shows a country, in pride of its strength, advancing prematurely; it goes forward, but will not succeed. The second line up shows one full of apprehension and appealing for help; late at night hostile measures may be taken against him, but he should not be anxious about them. Line 3 is a country who communicates with the evil statesmen, in a way that annoys his associates; in the end, though, he commits no error. Line 4 represents a culprit who has been whipped until the skin has been stripped from his buttocks; if he would cooperate with others, he could amount to something... but he refuses. Line 5 represents small countries, weak ones which must be uprooted with the utmost determination. Finally, the top, weak line is the evil prince, who in the end stands without any allies and will be destroyed.

Roma (October 30, 1901): Enrico Kissingiari, Italian foreign Minister, has just set the world's record by losing six consecutive communiques from the French government, all unopened and unconsidered. Enrico has been unavailable for comment. The minister has had an unusual background. Being of a minority religious background (a worshiper of the goddess Paranoia), and born on another planet (Sicily), Mr. Kissingiari has had difficulties in gaining public acceptance. However, his latest blunders, although causing an unwanted war, have been deemed part of the Italian military tradition, and Mr. Kissir-giari's star is rising. The number of practicing Paranoics has doubled since the start of the war (paranoia is a nonsensical religion that's chief rites are sacrificing rolls of toilet paper and warm bicycle seats on the altar). The French government reports it will give copies of the lost letters to the Italian archives, although the move will come too late to stem the flood of Franco-Allied forces from streaming into the boot by land and sea. The people are looking forward to a long and happy occupation.

Yerevan (212-MU8-0829): The God of Universe PA2 sat in his all-purpose satellite approximately 16,600 miles above the surface of Europe. He watched Europe turn quickly by, until he was well into the Urals, sighed, then turned to his desk. He had asked that the satellite be placed at 16,600 miles, because he knew that it was at this height that the turning of the Earth would cancel out the turning of the satellite around the earth, and make the satellite stay above one spot on the earth. Very nice in theory -- however, some thumb-fingered idiot at NASA had put his satellite into orbit in the wrong direction. Which meant that the satellite made a complete trip around the earth in almost exactly twelve hours.

He shuffled some papers on his desk, then decided he really didn't really want to do any work. He went to the rear of the satellite, opened some metal shutters, and looked out the port that was behind those shutters. He saw the angel that was pushing the satellite along  
 (continued)

in its appointed sphere above the earth. A nuisance, that. He had had to create another celestial sphere just so he could have his satellite. He winked at the angel, who smiled back. A waste, really, seeing that angels lacked certain portions of the normal female anatomy.

He returned to his desk, then looked up. "Oh, fuck it," he said, made a sweeping motion with his arm; then, "ZAP", disappeared.

\* \* \*

Gilinsky almost jumped out of his skin when God appeared. "ZAP." "Shit, Cstokian, I wish you'd do without those pyrotechnics."

"When you're God, you can go ZAP the way you want to."

"That's the whole point. I wouldn't go ZAP."

"Never mind. In accordance with the \$5 bribe you gave me, I've come to tell you that Germany, Italy, Russia, and Turkey are plotting to attack you."

"How would you know?"

"Listen, I'm omniscient, right?"

"You are, are you? What's big and evil and only eats mice?"

"How the fuck should I know?"

"You're omniscient, aren't you?"

"Yeah, but there's no such beast."

"Oh?"

"That's right. What's the answer?"

"I don't know."

"Jesus."

ZAP

\* \* \*

God reappeared in his satellite with his normal ZAP and extrusion of sodium sulfide. He sniffed the air. "oh, shit, I should have thought not to do that in the satellite." He staggered towards the airlock, opened both doors, ex austed the air, closed them again, then cracked open a cylinder of oxygen.

He shook his head. "Eardrums." Damn. Couldn't even take vacuum for a few minutes anymore.

THIS UTTERLY USELESS SERIES TO BE DISCONTINUED IN THE NEXT ISSUE OF THE POCKET ARMENIAN ((Damn straight, if I have any say about it.)).

PA3 PRESS:

LONDON (1 March 1901): The search for a successor to the late Queen Victoria finally came to an end today. After the Prince of Wales announced his intention to marry a Serbian Prince, and Prince George said being king would interfere with his plans to join the Antarctic Gold Rush (what an excuse!), the bizarre search for a successor began. Heir after heir declined the honor for various personal and business reasons so that it looked like no one would accept the awesome responsibility. However, quite early this morning, the 233rd in the line of succession, a Serbian descendant of a bastard son of Henry IX, announced his willingness to shoulder the burden. Introduced to the press as Rusty Prince Russell, few facts are known about the previous career of this obscure descendant of that gloomy king. It is said that his ancestors migrated to Serbia by way of Turkey, and established a Sultan-Chair business in Constantinople.

In a short press conference called upon his arrival here this afternoon, Rusty Prince Russell was asked about the prospects of going to war. He answered thusly: "Why, we Serbs are used to war, but of course I am against it. By the way, when are the elections for Prime minister, I'd like to run!" What a sort he is, indeed. ((indeed...))



# WINTER CON III

The Third Annual Winter Wargaming Convention in New England

To be held on the second floor of the Student Center at MIT, Cambridge, Mass., across the Charles River from Boston, Saturday & Sunday, January 18 & 19, 1975.

Doors open both days at 8 am. Convention closes Sunday at 7 pm.

Local Arrangements available.

## Events to include

2 days of Miniatures, both Armored and Naval

2 day 2 round Diplomacy Tournament

2 days of Open Gaming

2 days of MIT's own Tactics Pi (Blitzkrieg carried to an extreme)

1 day 3 round Stalingrad Tournament

1 day all day Starlord Game

## Saturday night Diplomacy Variant Session

MIT's own Dippy-Hill (a cross between Diplomacy and Avalon Hill gaming)

Drang Nach Osten Demonstration Game

Triplanetary

and introducing Tom Eller's Manassas

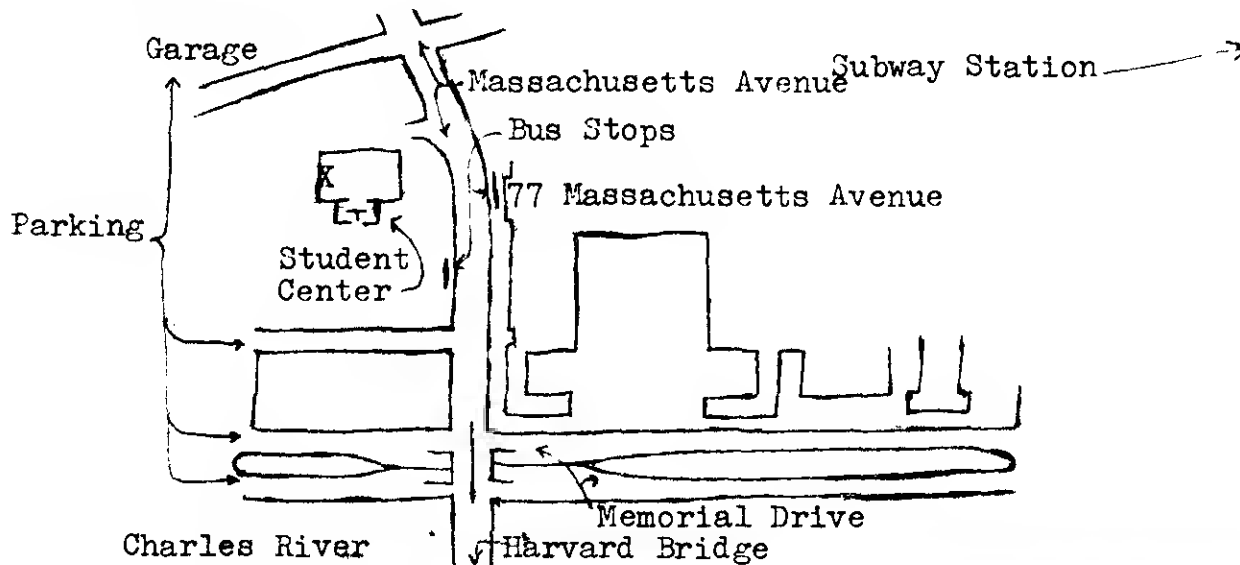
PRIZES will again be awarded for competence, participation, and attendance.

The Cost: 2 days - \$4.00; 1 day - \$2.50. 50¢ off for Preregistration (which means Prepayment; money will be refunded in the event of blizzard). 50¢/day discount for Convention workers, MIT-SGS members, members of the American Wargaming Association or its affiliates, and members and project workers of the International Diplomacy Association. Preregistration: Checks should be made payable to MIT-SGS. Preregistration and all questions should be addressed to: Robert Sacks; Secretary Convention Committee

15-F Tang Hall, 550 Memorial Drive, Cambridge Ma 02139

Preregistration guarantees participation in one chosen activity; some of the activities are limited and will be filled on a first come first served basis. When you preregister include your name, address, preferred activities, which days you will attend, and any questions you may have (local arrangements, transportation, additional events, any details whatsoever), and your money.

## CONVENTION SITE MAP:



God, I was up till 2:30 last night typing these stencils. This is the last one. And this will probably be the last big issue for at least another two-three issues.

This issue is going out first-class mail to players in games, and third-class to others. There's nothing urgent involved.

IDA elections are coming up. Why not join? Send \$2 to Walt Buchanan, R.R. 3, Lebanon, Indiana. 46052.

OUR ADDRESS LABELS: T means we trade.  
A number indicates on what issue your sub end.  
A game number means you get TPA till you're out of the game.  
A Game number and another number means that you get TPA until out of the game, and then get however many issues the number is

If anyone out there in a game receives his TPA more than a week after it was sent out, write us. There is a good chance that, if you request an extension, you will get it.

We are in somewhat need of standby players. Why not sign up for our standby list? It costs nothing, and, although the positions are usually not that good, occasionally you can pick something interesting. And it's free.

\*\*\*\*\*

Confectus Est.

\*\*\*\*\*

Oh yes, we have openings in regular Diplomacy and Youngstown at \$5 a spot. I had hoped to start these games this issue, but they aren't filled, so what can I do?

THE POCKET ARMENIAN  
c/o Scott Rosenberg  
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